a user input device that enables a user of said portable media player to at least select a particular media item from the plurality of media items through a rotational action with respect to said user input device; and

a processor operatively connected to said storage disk drive and said user input device, said processor controls said portable media player to play the media content of the particular media item that was selected using said user input device.

2. A portable media player as recited in claim 1, wherein said portable media player is battery-operated.

3. A portable media player as recited in claim 2, wherein said portable media player is pocket-sized.

4. A portable media player as recited in claim 1, wherein said display device is a liquid crystal display.

5. A portable media player as recited in claim 4, wherein said storage disk drive provides magnetic data storage.

6. A portable media player as recited in claim 1, wherein said display device is a liquid crystal display with a light-emitting diode backlight.

7. A portable media player as recited in claim 6, wherein the light-emitting diode is white.

8. A portable media player as recited in claim 1, wherein said display device is a pixel-based display device.

9. A portable media player as recited in claim 1, wherein said portable media player comprises an audio player, and wherein the media content for the media items includes at least audio files of songs.

10. A portable media player as recited in claim 1, wherein said portable media player comprises a video player, and wherein the media content for the media items includes at least video files of videos.

11. A portable media player as recited in claim 1, wherein said portable media player comprises an image viewer, and wherein the media content for the media items includes at least image files of images.

12. A portable media player as recited in claim 1, wherein said portable media player further comprises:

a feedback circuit operatively connected to said user input device and said processor, said feedback circuit produces a sound effect indicating degree of the rotational action with respect to said user input device.

13. A portable media player as recited in claim 12, wherein the sound effect is electrically induced by said feedback circuit.

14. A portable media player as recited in claim 12, wherein said feedback circuit comprises a piezoelectric buzzer.

15. A portable media player as recited in claim 1, wherein said user input device comprises a rotary dial.

16. A portable media player as recited in claim 1, wherein said user input device comprises a rotary dial and a button.

17. A portable media player as recited in claim 16, wherein said button is provided at the center of the rotary dial.

18. A method for interacting with a graphical user interface produced on a display device of a computing device, said method comprising:

receiving a rotational movement associated with a user input action;

converting the rotational movement into a linear movement; and

applying the linear movement to at least one object of the graphical user interface.

19. A method as recited in claim 18, wherein the at least one object is a list of items.

20. A method as recited in claim 19, wherein at least a portion of the items in the list are simultaneously displayed on the display device.

21. A method as recited in claim 20, wherein one of the items in the list being simultaneously displayed is rendered visually distinctive.

22. A method as recited in claim 19, wherein the items are media items.

23. A method as recited in claim 22, wherein the computing device is a pocket-sized media player, and the display device is a pixel-based display device.

24. A method as recited in claim 23, wherein the pixel-based display device is a liquid crystal display with a light-emitting diode backlight.

25. A method as recited in claim 23, wherein the computing device further includes a hard disk drive that stores digital content of the media items.

26. A method as recited in claim 18, wherein the computing device is a pocket-sized media player, and the display device is a pixel-based display device.

27. A method as recited in claim 18, wherein the user input action is a rotational action, and wherein the rotational movement results from the rotational action.

28. A method as recited in claim 18, wherein the user input action is provided by a rotatable wheel coupled to the computing device

29. A method as recited in claim 28, wherein the rotational movement is provided by rotation of the rotatable wheel.

30. A method as recited in claim 18, wherein the user input action is provided by a touch pad coupled to the computing device.

31. A method as recited in claim 30, wherein the rotational movement is provided by a rotational user input action with the touch pad.

32. A method as recited in claim 18, wherein the rotational movement is angular in nature, and the linear movement is linear in nature.

33. A method as recited in claim 18, wherein the degree of rotation determines the amount of linear movement being applied.

34. A method as recited in claim 18, wherein the degree of rotation determines the amount of linear movement being applied.

35. A method as recited in claim 18, wherein said method further comprises:

producing an audio indication of the rotational movement using electrical signals to control an audio device.

36. A method as recited in claim 35,

wherein the at least one object is a list of items, the items are media items, and at least a portion of the items in the list are simultaneously displayed on the display device, and

wherein the computing device further includes a hard disk drive that stores digital content of the media items.

37. A method for interacting with a graphical user interface produced on a display device of a computing device, said method comprising:

(a) displaying a portion of a list of items;

(b) receiving a rotational movement associated with a user input action;

(c) converting the rotational movement into a linear movement;